

Amendments to the Claims

This listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims:

1. **(Currently amended)** A method for transmitting packets of data of a transaction along one or more communication channels to a receiving device having ~~addressable~~ multiple memory units so as to allow the receiving device to determine when a complete data transfer has arrived for said transaction, ~~the data~~ said packets having a known cumulative size and ~~being split into two or more data packets~~ each having a respective header and each being sent along one of said communication channels to a respective memory unit, the method comprising:

- (a) marking a respective final data packet to be sent along each communication channel so as to be identifiable by a respective memory unit,
- (b) for each memory unit receiving said respective final data packet generating an interrupt such that a single interrupt is generated for each memory unit receiving data and informing the receiving device how much data was received by said memory unit, and
- (c) determining a cumulative amount of data received by all memory units so as to allow the reading device to identify when no more data packets are to be transmitted.

2. **(Original)** The method according to Claim 1, further including:

- (d) sending to the reading device data identifying along which of said communication channels data packets were sent so as to allow the reading device to check that a correct amount of data is received on each of said communication channels.

3. **(Currently amended)** The method according to Claim 1, wherein marking a respective final data packet step ~~(a)~~ includes:

~~(i)~~ embedding in the respective header of the final data packet data identifying it as the final packet to be sent along the respective communication channel.

4. **(Currently amended)** The method according to Claim 1, wherein marking a respective final data packet step ~~(a)~~ includes:

~~(i)~~ transmitting a specially formatted message after the final data packet identifying it as the final packet to be sent along the respective communication channel.

5. **(Original)** The method according to Claim 4, wherein the specially formatted message is an empty packet.

6. **(Original)** The method according to Claim 1, wherein the memory unit is a component of an RDMA engine.

7. **(Currently amended)** A reading device including a ~~controller coupled to a plurality of RDMA engines each adapted to receive data packets associated with~~ of a transaction on a respective communication channel and each being responsive to receiving on the respective communication channel a final packet associated with the transaction for:

- (a) generating an interrupt such that a single interrupt is generated for each RDMA engine receiving data, and
- (b) reporting to the reading device ~~controller~~ an amount of data received on the respective communication channel.

8. **(Currently amended)** The reading device according to Claim 7, ~~wherein the controller is being~~ responsive to said interrupt for computing a cumulative amount of data received by all RDMA engines that have generated respective interrupts.

9. **(Currently amended)** The reading device according to Claim 8, ~~wherein the controller is being~~ responsive to all data having been received for completing processing associated with the transaction.

10. **(Currently amended)** A client-server system comprising:

a server,

a client machine remotely coupled to the server by at least two communication channels for receiving from the server data packets ~~associated with~~ of a transaction that are transmitted to a reading device in the client machine, said reading device comprising:

~~a controller coupled to a~~ plurality of RDMA engines each adapted to receive data packets on a respective communication channel and each being responsive to receiving on the respective communication channel a final packet ~~associated with~~ of the transaction for:

- (a) generating an interrupt such that a single interrupt is generated for each RDMA engine receiving data, and
- (b) reporting to the reading device ~~controller~~ an amount of data received on the respective communication channel.

11. (Currently amended) The client-server system according to Claim 10, wherein the reading device controller is responsive to said interrupt for computing a cumulative amount of data received by all RDMA engines that have generated respective interrupts.

12. (Currently amended) The client-server system according to Claim 11, wherein the reading device controller is responsive to all data having been received for completing processing associated with the transaction.

13. (Currently amended) A program storage device readable by machine, tangibly embodying a program of instructions executable by the machine to perform method steps for transmitting data along one or more communication channels to a receiving device having addressable-memory units so as to allow the receiving device to determine when a complete data transfer has arrived, the data having a known size and being split into two or more data packets each having a respective header and each sent along one of said communication channels to a respective memory unit, the method comprising:

- (a) marking a respective final data packet to be sent along each communication channel so as to be identifiable by a respective memory unit,
- (b) for each memory unit receiving said respective final data packet generating an interrupt such that a single interrupt is generated for each memory unit receiving data and informing the receiving device how much data was received by said memory unit, and
- (c) determining a cumulative amount of data received by all memory units so as to allow the

reading device to identify when no more data packets are to be transmitted.

14. (Currently amended) A computer program product comprising a computer useable medium having computer readable program code embodied therein for transmitting data along one or more communication channels to a receiving device having addressable memory units so as to allow the receiving device to determine when a complete data transfer has arrived, the data having a known size and being split into two or more data packets each having a respective header and each sent along one of said communication channels to a respective memory unit, the computer program product comprising:

computer readable program code for causing the computer to mark a respective final data packet to be sent along each communication channel so as to be identifiable by a respective memory unit,

computer readable program code for ~~causing the computer to receive said respective final data packet and for each~~ memory unit to generate an interrupt responsive to receipt of said respective final data packet such that a single interrupt is generated for each memory unit receiving data and to inform the receiving device how much data was received by said memory unit, and

computer readable program code for causing the computer to determine a cumulative amount of data received by all memory units so as to allow the reading device to identify when no more data packets are to be transmitted.

15. (New) The program storage device according to Claim 13, wherein the memory units are RDMA engines.

16. (New) The computer program product according to Claim 14, wherein the memory units are RDMA engines.

17. (New) A method for transmitting packets of data of a transaction along one or more communication channels to a receiving device having multiple RDMA engines so as to allow the receiving device to determine when a complete data transfer has arrived for said transaction, said packets having a known cumulative size and each having a respective header and each being sent along one of said communication channels to a respective RDMA engine, the method comprising:

- (a) marking a respective final data packet to be sent along each communication channel so as to be identifiable by a respective RDMA engine;
- (b) for each memory unit receiving said respective final data packet generating an interrupt such that a single interrupt is generated for each memory unit receiving data and informing the receiving device how much data was received by said RDMA engine; and
- (c) determining a cumulative amount of data received by all RDMA engines so as to allow the reading device to identify when no more data packets are to be transmitted.

18. (New) The method according to Claim 17, further including:

- (d) sending to the reading device data identifying along which of said communication channels data packets were sent so as to allow the reading device to check that a correct amount of data is received on each of said communication channels.

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19. (New) The method according to Claim 17, wherein marking a respective final data packet includes:

embedding in the respective header of the final data packet data identifying it as the final packet to be sent along the respective communication channel.

20. (New) The method according to Claim 17, wherein marking a respective final data packet includes:

transmitting a specially formatted message after the final data packet identifying it as the final packet to be sent along the respective communication channel.

21. (New) The method according to Claim 20, wherein the specially formatted message is an empty packet.